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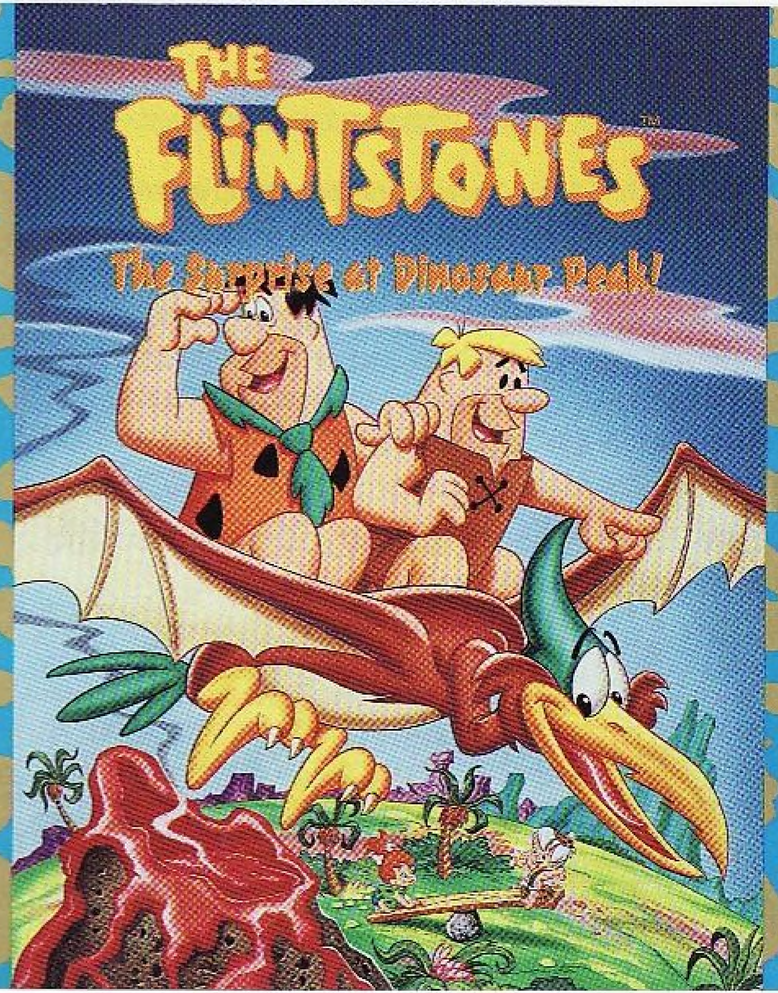

NES-FT-USA

TAITO®

INSTRUCTION MANUAL

THE FLINTSTONES™

The Surprise at Dinosaur Peak!

Thank you for purchasing this quality software title. We have taken extra steps to ensure the highest standards of graphics, music and entertainment have been met in creating The Flintstones: The Surprise at Dinosaur Peak!. We worked closely with the Hanna-Barbera Studios to recreate Bedrock™ and its most famous citizens for the NES.

So, get ready to have a Yabba-Dabba-Doo™ time as you guide Fred and Barney on their search for the missing children!

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SAFETY PRECAUTIONS

Follow these suggestions to keep your **FLINTSTONES®: The Surprise at Dinosaur Peak!** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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BEDLAM IN BEDROCK™

Fred and Barney notice that Pebbles™ and Bamm-Bamm™ are missing! They search their neighborhood and discover the kids playing at the foot of a volcano. As fate would have it, they are separated by a lava flow just before they reach the children. Only a greedy Pterodactyl is capable of taking them to the wayward tykes.

But there's a price to be paid. The flying reptile demands five gemstones as payment for reuniting the parents with their kids. Fred and Barney must travel through 12 levels of intense prehistoric challenges to gain the gems. They're ready for anything as Fred grabs his club and Barney packs his slingshot as the adventure begins!

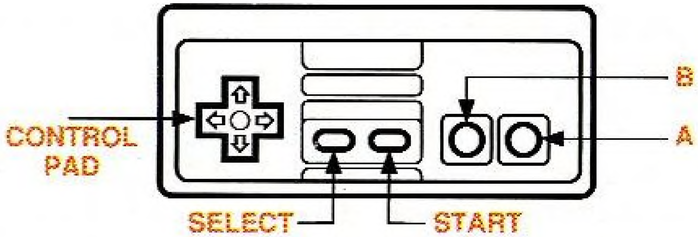
GETTING STARTED

Insert the Flintstones® Game Pak into your NES and turn the power on. When the title screen appears press Start. The story unfolds as you continue to press the A or B Buttons. To skip the story and begin playing, press the Start button again.

Important Note: Always make sure the NES is turned off before inserting or removing the Game Pak.

CONTROLLER FUNCTIONS

Listed below are the Controller functions for this game:



Control Pad: Moves Fred/Barney Up, Down, Left and Right. Also moves characters in these directions while they are hanging from a ledge or vine.

Start Button: Press to begin and pause the game.

Select Button: Press during the game to change characters from Fred to Barney (and back again).

B Button: Press during the game to use held weapon.

A Button + Up on Control Pad: Press to use special items, (Bowling ball, stone hammer, etc.)

A Button: Press to make Fred/Barney jump. Continue to hold the A Button to make Fred grab a cliff ledge or Barney grab a vine. As long as you hold this button down, they will hang on. Press Up on the Control Pad to maneuver them up from their hanging positions.

Both Fred and Barney can dangle from objects in the game. However, they have different specialties.

Dangling

Fred - Fred is an expert cliff hanger. He can grab the edge of a cliff and pull himself up or drop down.

- While holding the Control Pad to the right press the A button to Jump. Fred will jump up and grab the edge of the cliff.
- While continuing to hold the A button, press the Control Pad up to make Fred scramble to the top.
- If Fred is on top of a cliff and you want him to hang from the edge, hold the Control Pad down and press the A button.

Climbing

Barney - Barney's specialty is climbing on poles.

- When Barney is standing under a pole press the A button to jump. Barney will grab the pole and hang.
- Press the Control Pad left/right to move Barney to the left/right.
- Press the A button to make Barney stand up on the pole. Barney can only balance for a little while so watch out!
- Press the A button to make Barney jump while he's standing on the pole.
- **Note:** Barney can attack while hanging.

PLAYING PREHISTORIC HARD BALL

It's pretty tough for a modern stone-age family. Start the search for Pebbles™ and Bamm-Bamm™ in the town of Bedrock™ and you'll find a whole new world to discover.

You have the option of being Fred or Barney at any point during the game. This is very important because they each have their own strengths and weaknesses. Fred can scale the face of a cliff, but Barney can't. However, Barney can grab and leap up or climb hand-over-hand on vines, but Fred can't.

Find the best combination for them to make it through the traps, monsters and challenges ahead. **Special Note:** There is no time limit to completing the levels. This takes away some of the pressure. There are also an unlimited number of continues, so you can keep going!

THE GAME SCREEN

The panel at the bottom of the screen shows you important information regarding the game play. From left to right the readings are:

P: How many lives you have left.

E: Energy. Each heart is worth one energy point. Collect extra hearts for more energy.

Star Bar: Every star you collect lights up the letter of "Yabba-Dabba-Doo™." Complete the star bar to win an extra life.

Brackets: This shows the special item that you have collected. You lose the special item when you lose a life.

POW: Power for the characters.

GAME ITEMS

HEART: Grabbing this adds another heart to your energy and fills all the empty ones.

APPLE: Eating an apple will fill one empty heart.

HAMMER: This item will allow you to throw stone hammers.

STAR: Collect stars to spell "Yabba-Dabba-Doo™" and Earn extra lives.

GAME ITEMS CONT.

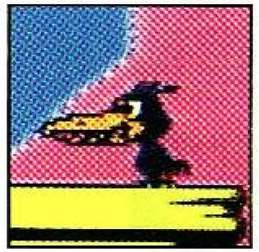
BRONTOBURGER: Chowing down on this burger adds to your power bar.

BOWL: Scarf down on this item to add another box to your POW meter.

CRYSTAL: Collect 5 gems to get pteranodon to fly Fred and Barney to Dinosaur Peak.

THE ROGUES GALLERY

Here are a few of the creatures that stand between Fred and Barney and their successful rescue of Pebbles™ and Bamm-Bamm™.



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